Subject: LevelRedit: a .mix to .lvl compiler
Posted by Goztow on Wed, 26 Sep 2007 06:40:27 GMT

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Quote Yrr:
Hello together!

Finally, after few weeks of hard work, I finished a program to convert Renegade maps back to LevelEdit level files.
Please report warnings, unusual errors and bugs to yrr<at>icefinch.net.

Download: http://www.icefinch.net/files/LevelRedit.zip

Usage:Add one or more Renegade .mix maps.
Set the output folder (you'd use your LevelEdit folder).
Click on 'Convert Now!'.
After converting, open LevelEdit and choose the mod package which has the same name as the map you just converted.
Open the .lvl file for the map you converted.

After conversion, to complete the map:Remove pathfind generators you don't need. The converter automatically creates pathfind generators in front of each carmaker, which could be too much.
Remove duplicate tiles. The converter may add tiles which were already imported with the terrain and therefor may be duplicates.
Add pathfind blockers as you need them.
Save the map.
In the menu, choose 'Pathfind' > 'Generate sectors...'. This may take much time.
Save the map.
In the menu, choose 'Lightning' > 'Compute Vertex Solve', check 'Check Occlusion' and hit OK. This may take much time.
Save the map.
You should add and apply VIS points to improve the map's performance. Skip this if you only want to test the map.

Restrictions:As mentioned above, LevelRedit may produce duplicate tiles.
No editor only objects will be generated, you have to add them by yourself.
No VIS points will be generated, you have to add them by yourself.

Protection:If you don't want your map to be converted back to a LevelEdit level file, place a light anywhere on your map and set it's ambient light color to RGB(51,102,153).
You cannot protect old maps you already released.

Subject: Re: LevelRedit: a .mix to .lvl compiler
Posted by Nightma12 on Wed, 26 Sep 2007 15:27:27 GMT
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Quote:If you don't want your map to be converted back to a LevelEdit level file, place a light anywhere on your map and set it's ambient light color to RGB(51,102,153).

what about old maps?

Subject: Re: LevelRedit: a .mix to .lvl compiler
Posted by StealthEye on Wed, 26 Sep 2007 20:28:36 GMT
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Quote:# You cannot protect old maps you already released.